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Paper No. 13: A User's View of the SPADES HULLLOAD Program for Specifying Ship Structure

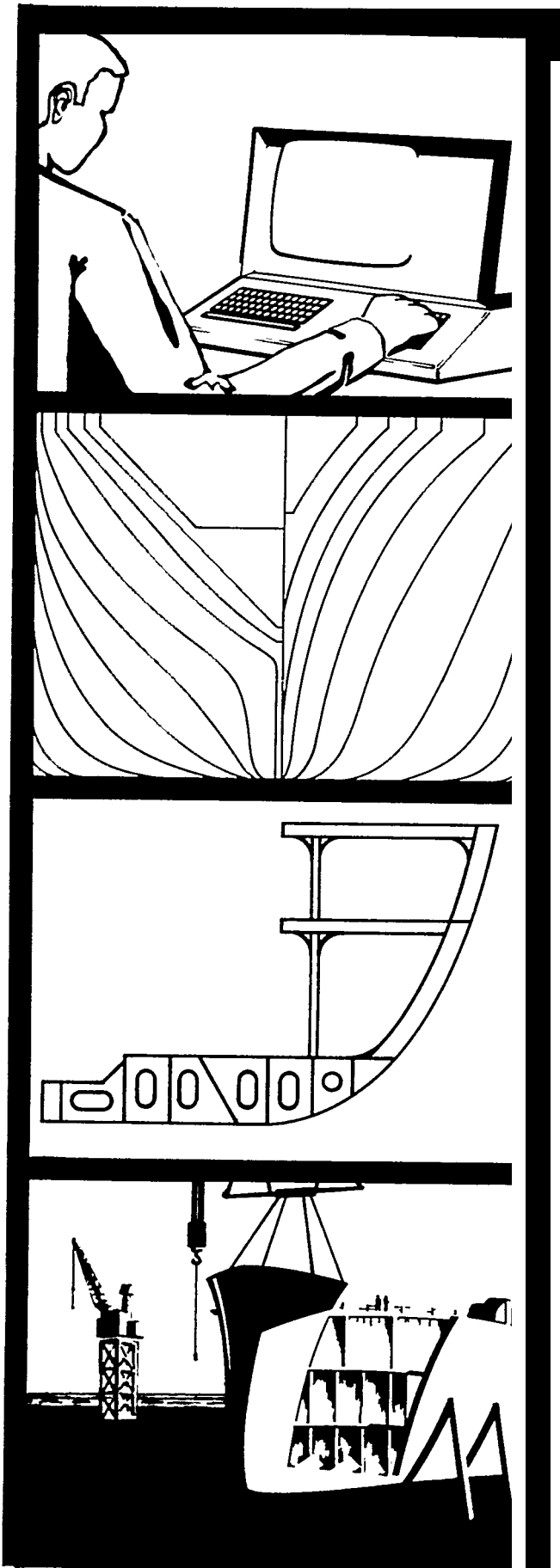
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A USER'S VIEW OF THE SPADES HULLLOAD PROGRAM
FOR SPECIFYING SHIP STRUCTURE

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As Engineering Hull Section Manager, Mr. Mayer is currently responsible for all engineering hull structural drawing development, N/C hullload coding, N/C development within shipyard and welding and hull structural standards development. He has 18 years experience in shipbuilding engineering spanning three shipbuilding concerns (Todd-Houston, Gulfport and Livingston) as drafting designer in all shipbuilding disciplines, drafting supervisor, assistant chief hull engineer and hull section manager.

INTRODUCTION

Livingston Shipbuilding is a medium to small shipbuilding complex that builds both conventional marine vessels and offshore drilling equipment. We have been involved with Numerical Control Lofting for over three (3) years and have built three (3) jack-up drilling rigs, two (2) drill ships, a Great Lakes products carrier and processed several industrial products, contracts with the N/C controlled burning machine.

The Engineering Hull Section is responsible for the loading of the data base with SPADES HULLAD program. This program defines the locations of decks, sight edges, longitudinal bulkheads and all structures that Comprise a marine vessel. This program is easy to implement and the Hull Section draftsmen are used as programmers for establishing this important part of the ship's data base.

HULLOAD MODULE

About three years ago I was called into the front office and told that I was chosen to participate in a new program called Numerical Controlled Lofting. Having been in shipyards for several years I knew what lofting was, but I had no previous knowledge of numerical control and being from engineering, what function I would have in relation to lofting. When told that the ultimate goal of N\C lofting was to automatically mark and cut ship parts out of steel, I was both amazed and curious. The next thing to do was to learn what this new system consisted of and exactly the role engineering would have.

N\C lofting is divided into four main parts; fairing the lines, defining the structural locations, generating the ship parts and nesting

hose parts on plates for marking and burning. The line drawings are usually a function of the Engineering Design Section with input from the Hull Section concerning cant frame locations and additional frames for erection butts if required. The Hull Section with drawings sets the locations of hull structural item and it is only natural that the Engineering Hull Section be responsible for implementation of the N/C program that defines hull structures. Since the N/C system that Livingston chose was the SPADES (Ship Production and Design Engineering Systems) system, the particular name for the program that defines structural locations is called the HULLLOAD program. Management felt that the N\C HULLLOAD program should remain an Engineering Hull Section function rather than a loft function, as is the case in many other ship-building facilities.

The next problem to solve was how to implement this new system and who to choose for training in HULLLOAD coding. We felt that our experienced draftsmen would be the best choice, since loading of hull structure into a data base is similar to defining structure locations on engineering drawings. The process of teaching our present staff of draftsmen would be easier than increasing our overhead specifically for computer oriented people who knew nothing about hull structures. The choice proved to be correct since the engineering people sent for training learned enough about HULLLOAD coding in two weeks to become proficient enough for normal loading.

Of course, not everyone exposed to N\C coding can become proficient; however, out of the twenty plus people trained in our facility, only five percent are completely inapt with another fifteen percent limited

in their ability to fully code- SPADES HULLOAD. This, of course, is not to say that our training procedure is that efficient, as it is actually a testament to the ease of the SPADES HULLOAD coding system.

The HULLOAD coding system developed by Cali and Associates is based on shipbuilding terms, or retire specifically abbreviations of shipbuilding terms. Such terms as DECK, CUTS, MANU and LINE are examples of the many such commands used for commands. Ah Engineering Hull Section draftsman has no trouble understanding the code words used with this system as for example, the code for longitudinal bulkhead is "TRMN" .

The codewords of this system are not the only part of HULLOAD coding that is easy for the coder to understand. The center of the program is the coordinate system which is built around the same system the manual system uses. Heights, halfbreadths and longitudinal center of gravity as represented by the X, Y, and Z axis-are as common to shipbuilding as is port and starboard. As for *port*, that *is the* side that the structure is normally loaded to; but, as ships and marine equipment are not always symmetrical., the option to load differences between port and starboard exist and is easy to do.

In the SPADES SYSTEM of coding, there are four cards or coding lines that precede each program. These are the *JOB, INPS(input start), OPTN (options), and RMKS (remarks) commands. These commands set the conditions of loading such as the tape number, measurement system, load or no load and remain the same for each tape number loaded into the Data Base.

With this program. the easiest structural items to load are the decks and longitudinal bulkheads. A flat deck and straight longitudinal bulkhead can be loaded with **only** a one card description each. Decks with shear and more commonly camber take a minimum of five cards with loading for shear taking the most because of the offsets required. Longitudinal bulkheads may be loaded in almost any configuration including different off centerline dimensions and sloped hopper type commonly used in cargo holds.

Defining shell, longitudinal bulkhead and deck traces are also easy to load; but due to the number of traces usually required on a marine vessel, it is time consuming. A seam or stiffener trace usually requires only three lines or cards for straight line loading and with new commands REFR (reference) and RLTV (relative) even less cards are required. The new commands load each trace parallel to a previous trace by the given increments. Also, for adjustments to traces after loading is complete, a single trace can be moved without disturbing other traces with the new * SLT (select) command. This command will also work for changing decks and longitudinal bulkheads.

Probably the most difficult to load and teach how to load is the cutout definition for stiffener notches. The reason for this difficulty is the number of different cutouts usually required for ships and the description consists of manual line and circle commands which require about seven cards each. The orientation of cutout loading is also a problem due to the numerous ways stiffeners can be positioned on a ship. Loading the stiffener size itself is done with the MEMB (member) and type commands. This series of commands loads the structural members and the type of notch required to its respective trace.

The SPADES HULLLOAD program is probably the best of such programs, but there are still some problems. For instance, there is a difficulty in loading sight edges to the extreme ends of a fine lined ship, but this can be implemented with manual manipulations of the input points. Another item that is causing some difficulty is the loading of additional frames or transverse lines in between frame spaces for such things as master erection butts. However, this too can be implemented by loading additional frames with the Lines Fairing Program. So, the only real problem that the program has left the user shipyard with is the inability offloading transverse bulkheads. Even this may soon become a possibility for SPADES Users.

NEW FEATURES IN HULLLOAD

Due to be released are several new features for ease of HULLLOAD coding, such as the use of a "RANGE" command for the laborious coding of member type structural definition commands. The ability to override with the use of "Exclude" and "Include" features will be used in conjunction with commands like "RANGE" for dissimilarities in structure locations. New commands for HULLLOAD that are now used in parts generation module are the "LOO", "'REP" (repetition), SUB* (sub-input data set), "JUMP", and logical "IF" commands all of which should ease the amount of coding required for each new contract.

Another item that should help ease the amount of HULLLOAD coding will be the ability to load a surface (deck or longitudinal bulkhead) relative to an existing trace or another surface. Also to be included in the next release will be the mathematical definition of flat surfaces such as deck

and bulkheads with straight sheer and/or camber, will be **stored on the** data base as part of the future surface control records.

THE FUTURE PROSPECTS FOR HULLLOAD

The future of the HULLLOAD module is very bright and will be the trend setter for all such programs. The SPADES HULLLOAD module will shortly have the capacity of storing on the data base complete surface definitions for all decks, longitudinal and transverse bulkheads. Also **to** be stored on the data base for each defined surface are the traces of all intersecting surfaces including the shell and defined in the plan of the surface if flat or in the appropriate view plan, elevation, or transverse). To be stored for each appropriate surface will be the traces of all defined stiffeners (longitudinal, transverse, horizontal and vertical) seams and butts in the plan of the surface if flat or in the appropriate view (plan, elevation, or transverse).

In association with surfaces and traces on surfaces the structural shapes, details and associated cut-outs will be stored on the data base for each defined stiffener on each appropriate surface. The ranges of the definitions will be included so that at any location along the **surface** stiffener, the stiffener type, size, detail and associated cut-out can be obtained from the data base. Plate thicknesses and associated clearance cuts will be stored for each defined seam and butts on each appropriate surface similar to as described above for stiffeners.

The loading of the data base for all crossing, intersecting or secondary surfaces or frames can be. preformed almost automatically with a minimum amount of input data given by utilizing all of the above

surface and detail data. **This will also** improve the cross-reference and integrity of the data **base.**

Before, with the lines fairing and the HULLLOAD modules, a ship or marine vessel was a series of interconnecting lines composed of frames, decks, sight edges, waterlines, buttocks, etc., similar to a three dimensional wire line diagram. When the future plans for the HULLLOAD module become reality, we not only have a wire type diagram, but also have the planes in between so that the computer ship now represents more fully the true ship shape and configuration.

We can only visualize the true meaning this has for the shipbuilding industry and the impact on engineering and lofting manhours. The updated SPADES HULLLOAD program, in conjunction with a new SPADES module called "DEMO", will be able to produce engineering drawings that require only hand finishing for dimensions and notes. The future of Numerical Control Lofting, or should I say Numerical Control Engineering and Lofting, becomes very bright indeed.

ACKNOWLEDGMENTS

Jan Ulsteen of Cali and Associates for his contributions in regard to the new features and the future of the SPADES HULLLOAD program.

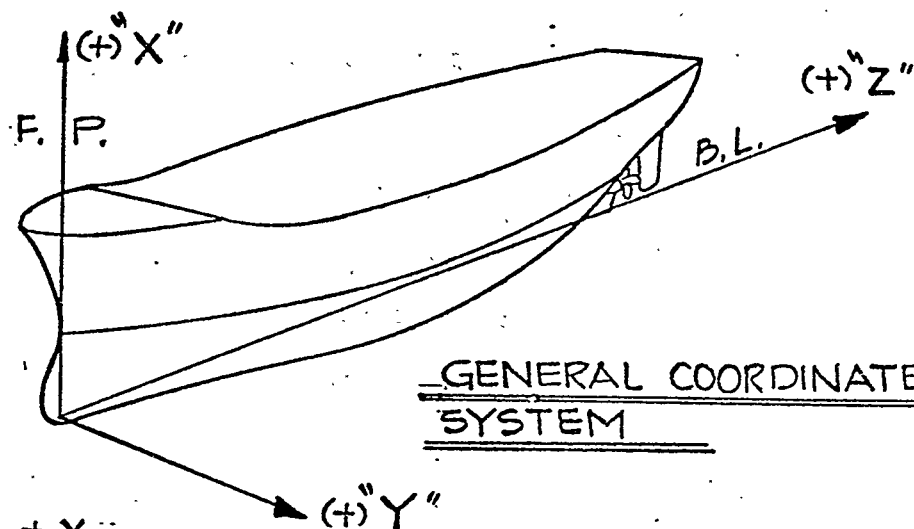
APPENDIX

EXAMPLES OF SPADES' HULLLOAD CODING

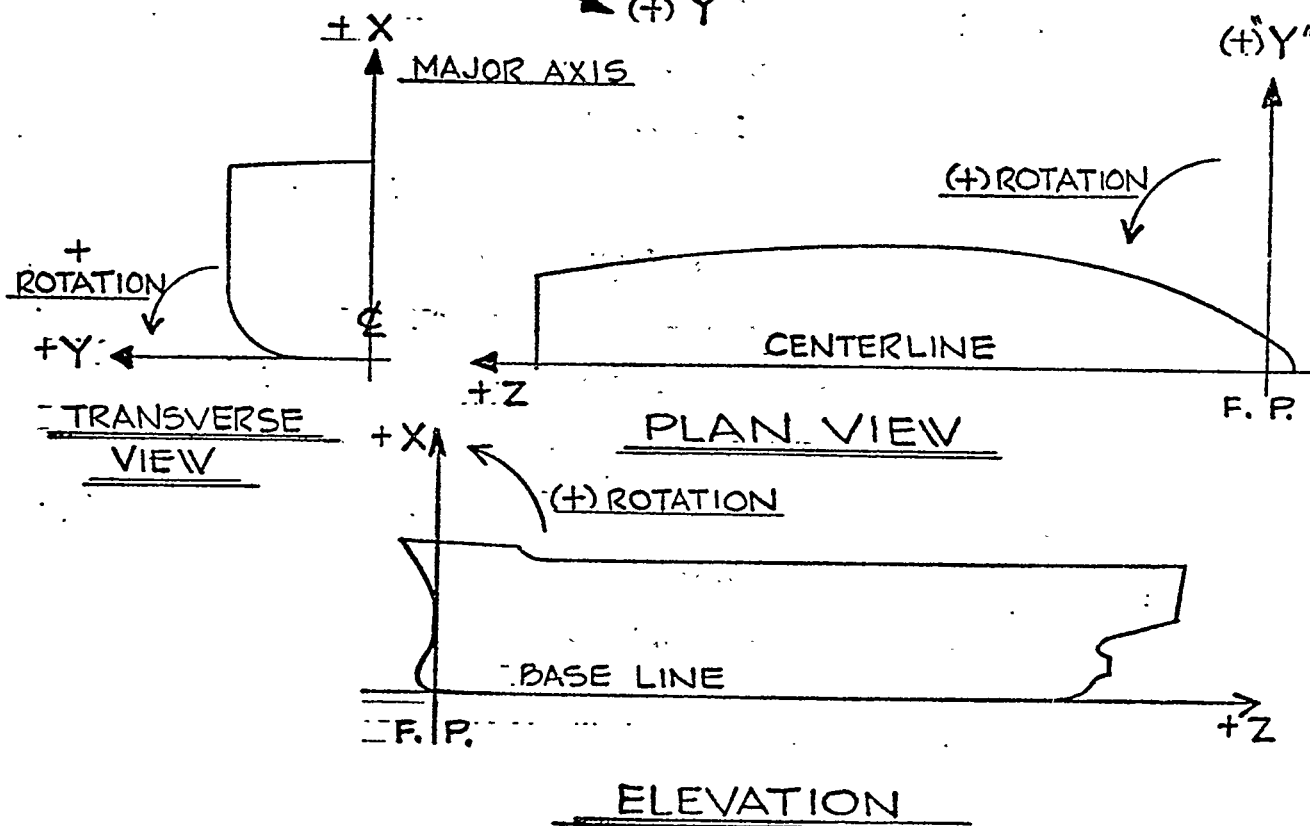
- I. SPADES Coordinate System
- II. Program Start Cards for Each HULLLOAD Tape Number
- III. Deck Coding Examples
 - A. Typical Example Coding Sheet
 - B. Diagram of Example Coded Decks
 - C. Typical Ship's File Report for Loaded Deck
- IV. Longitudinal Bulkhead Coding Examples
 - A. Typical Example Coding Sheet
 - B. Diagram of Example Coded Longitudinal Bulkhead
 - C. Typical Ship's File Report for Loaded Longitudinal Bulkhead
- v. Trace and Member Description Coding Examples
 - A. Shell Seam Example Coding
 - B. Example of HULLLOAD Coding Print-out for Shell Stiffeners
 - c. Example of Print-out with Error in Key Punching or Coding
 - D. Example of Structure Loading Coding
 - E. Ship's File Report for Shell Traces and Cut-out Numbers
- VI. Cut-out Coding Examples
 - A. Cut-out Coding Sheet Example
 - B. Diagram of Example Cut-out Coding
- VII. HULLLOAD Body Plan Example

REFERENCE AXIS AND VIEWS

HULLLOAD PROGRAM



GENERAL COORDINATE SYSTEM



SPADES SYSTEM INPUT DATA FORM

PROGRAM TYPICAL JOB CODING

PROGRAMMER _____

DATE _____

PAGE _____ OF _____

FOR EACH HULLLOAD TAPE START

COMMAND	ALPHABETIC INFORMATION				FIELD 1		FIELD 2		FIELD 3		FIELD 4		POINT FIELDS			CARD ID			
	CODE	2	3	4	UNIT	FRAC.	UNIT	FRAC.	UNIT	FRAC.	UNIT	FRAC.	1	2	3	JOB NO.	TAPE NO.	SHEET NO.	LINE NO.
					NAME	NAME	NAME	NAME											
*JOB	LS03	HUL	DISK		N	0001										17	000101		
<p>TYPE OF INPUT (MAY NOT BE REQ'D IN LATEST RELEASE)</p> <p>HULL CODE PROGRAM CODE</p>																			
<p>JOB START COMMAND</p>																			
INPS					N	0001													
<p>INPUT START COMMAND</p>																			
<p>LEVINGSTON JOB NO.</p>																			
<p>HULLLOAD PROGRAM NO. (ALWAYS 17)</p>																			
OPIN	16	TH	LOAD	PRNT															
<p>OPTIONS FOR MEASUREMENT, LOADING, PRINTING & ETC.</p>																			
<p>OPTION COMMAND</p>																			
<p>THESE COMMANDS APPEAR ON EACH HULLLOAD TAPE NO.</p>																			

II.

PROGRAMMER _____ DATE _____ PAGE _____ OF _____

COMMAND	ALPHABETIC INFORMATION				FIELD 1		FIELD 2		FIELD 3		FIELD 4		POINT FIELDS			CARD ID			
	CODE	2	3	4	UNIT	FRAC.	UNIT	FRAC.	UNIT	FRAC.	UNIT	FRAC.	1	2	3	JOB NO	TAPE NO.	SHEET NO	LINE NO
					NAME		NAME		NAME		NAME								
SHIP	PHUL	DISK				0002										170002	01	01	
INPS		16TH				0002												04	
DRWL	LOAD	PRNT				24												05	
RMKS	SHIP DECK																	12	
	LOADING																	16	
SURE																		20	
DECK	MAIN DECK				DMDK				Z F -3		Z F 169							24	
ELEV					30		Z F -3											28	
	COMMAND FOR				30		Z F 169											32	
TRSV	DECK W/CAMBER				0													36	
	& SHEER				0													40	
					-15													44	
DECK2	19 FT FLAT				019F	X	19		Z F 10		Z F 80							48	
INPE																170002	99	99	
																		56	
																		60	
	COMMAND FOR FLAT																	64	
	DECK																	68	
																		72	
																		76	
																		80	
																		84	
																		88	
																		92	

SHIP PHUL DISK

INPS 16TH

DRWL LOAD PRNT

RMKS SHIP DECK

LOADING

SURE

DECK MAIN DECK

ELEV

TRSV DECK W/CAMBER

& SHEER

DECK2 19 FT FLAT

INPE

COMMAND FOR FLAT DECK

FEET

INCHES

16TH'S

TYPICAL INPUT START INFO

Z F -3 Z F 169

LONG L DESCRIPTION (FOR SHEER)

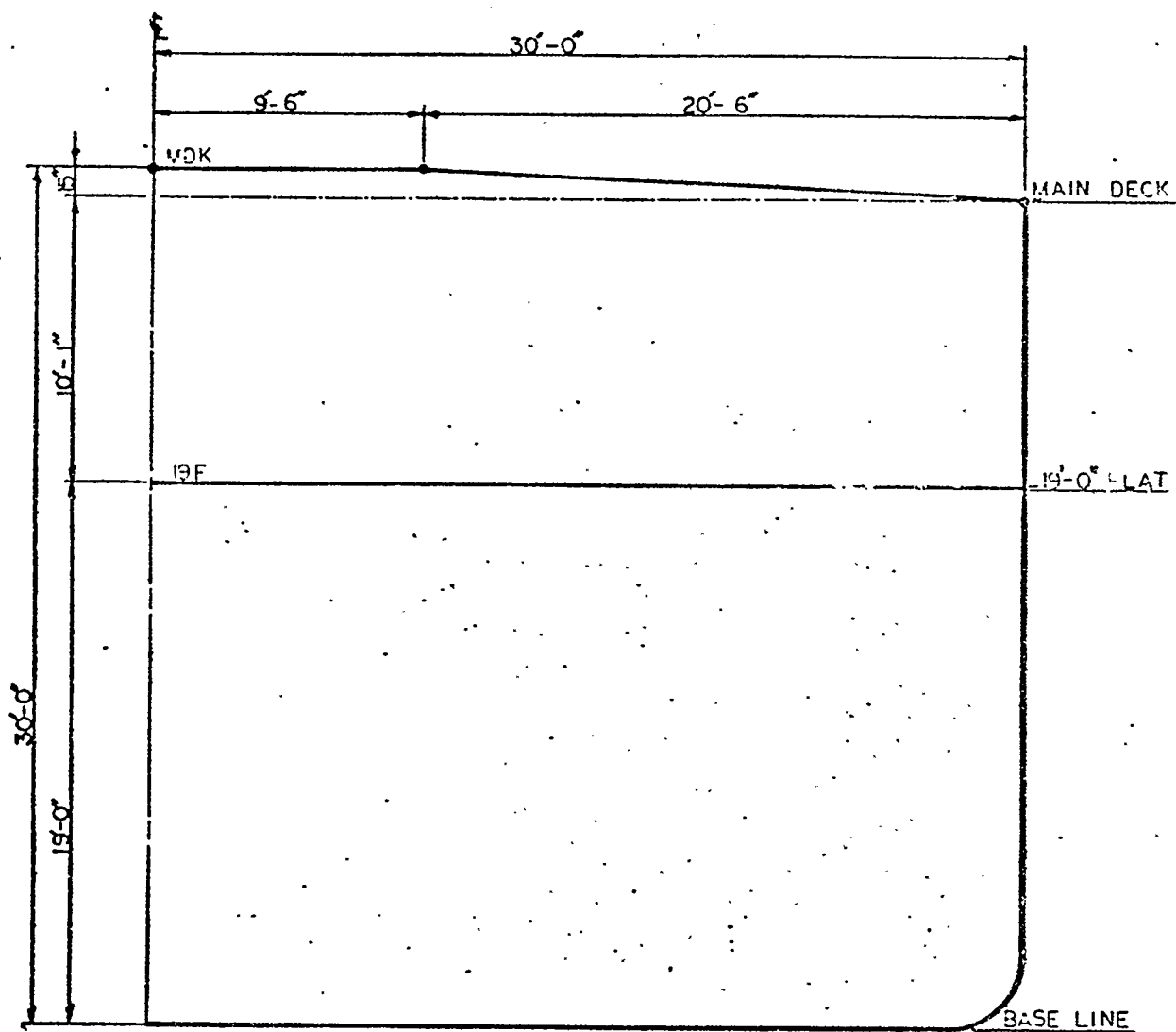
CAMBER DESCRIPTION

KNUCKLE POINT

Z F 10 Z F 80

LONG L RANGE

III. A.



DECK LOADING EXAMPLE

III. B.

12/21/76 21/42/13

COMPUTER OUTPUT FOR LS03 75.09

PAGE 196

--- DECK TABLE ---

FRAME # 80000

LCG # 195.000

FRAME # 80000

RECORD LOADED 11/05/76 04/06/06 REV. 16

DECK TT	STRT.PT.	X	Y	ANGLE(DEGR)	SEG.	AT SHELL
	END PT.	3.000	0.0	90.000		
		4.000	28.583	87.825		0

--- DECK CONTOUR ---

	INCREMENTAL COORDINATES				DIR	ABSOLUTE COORDINATES	
	X	Y	XC	YC		X	Y
1	0.0	2.250	-3.000	0.0		3.000	0.0
2	1.000	26.333	-3.000	-2.250		3.000	2.250
3	0.0	0.0	0.0	0.0		4.000	28.583

TOTAL NO. OF LONGITUDINALS-SEAMS = 19

NAME	SEG	KN	ABSOLUTE COORDINATES		DX	DY	ORIENT.	TANGENT	CUTOUT NO.	MEMO NO.	
			X	Y							
LBHD	CVK	1	0	3.000	0.0	*****	*****	0.0	90.000	100 NT	500
LONG	1	1	0	3.000	2.000	0.0	0.0	180.000	90.000	102 NT	500
SEAM	A	2	0	3.000	2.250	0.0	0.0	177.825 N	87.825	100 NT	500
LONG	2	2	0	3.078	4.292	0.0	0.0	180.000	87.825	-102 NT	500
LONG	2 P	2	0	3.078	4.292	0.0	0.0	177.825 N	87.825	100 NT	500
LONG	2 S	2	0	3.078	4.292	0.0	0.0	177.825 N	87.825	100 NT	500
LONG	3	2	0	3.165	6.583	0.0	0.0	180.000	87.825	-102 NT	500
LONG	4	2	0	3.252	8.875	0.0	0.0	180.000	87.825	-102 NT	500
LONG	5	2	0	3.339	11.167	0.0	0.0	180.000	87.825	-102 NT	500
SEAM	B	2	0	3.373	12.076	0.0	0.0	177.825 N	87.825	100 NT	500
LONG	6	2	0	3.426	13.458	0.0	0.0	180.000	87.825	-102 NT	500
LBHD	LSK	2	0	3.513	15.750	*****	*****	0.0	87.825	100 NT	500
LONG	7	2	0	3.600	18.042	0.0	0.0	180.000	87.825	-102 NT	500
LONG	8	2	0	3.687	20.333	0.0	0.0	180.000	87.825	-102 NT	500
SEAM	C	2	0	3.715	21.070	0.0	0.0	177.825 N	87.825	100 NT	500
LONG	9	2	0	3.774	22.625	0.0	0.0	180.000	87.825	-102 NT	500
LONG	10	2	0	3.861	24.917	0.0	0.0	180.000	87.825	-102 NT	500
LONG	11	2	0	3.948	27.208	0.0	0.0	180.000	87.825	-102 NT	500
SEAM	U	2	0	3.999	28.552	0.0	0.0	177.825 N	87.825	100 NT	500

RECORD LOADED 07/29/76 17/01/00 REV. 3

DECK 12F	STRT.PT.	X	Y	ANGLE(DEGR)	SEG.	AT SHELL
	END PT.	12.117	28.500	90.000		
		12.167	32.500	90.000		3

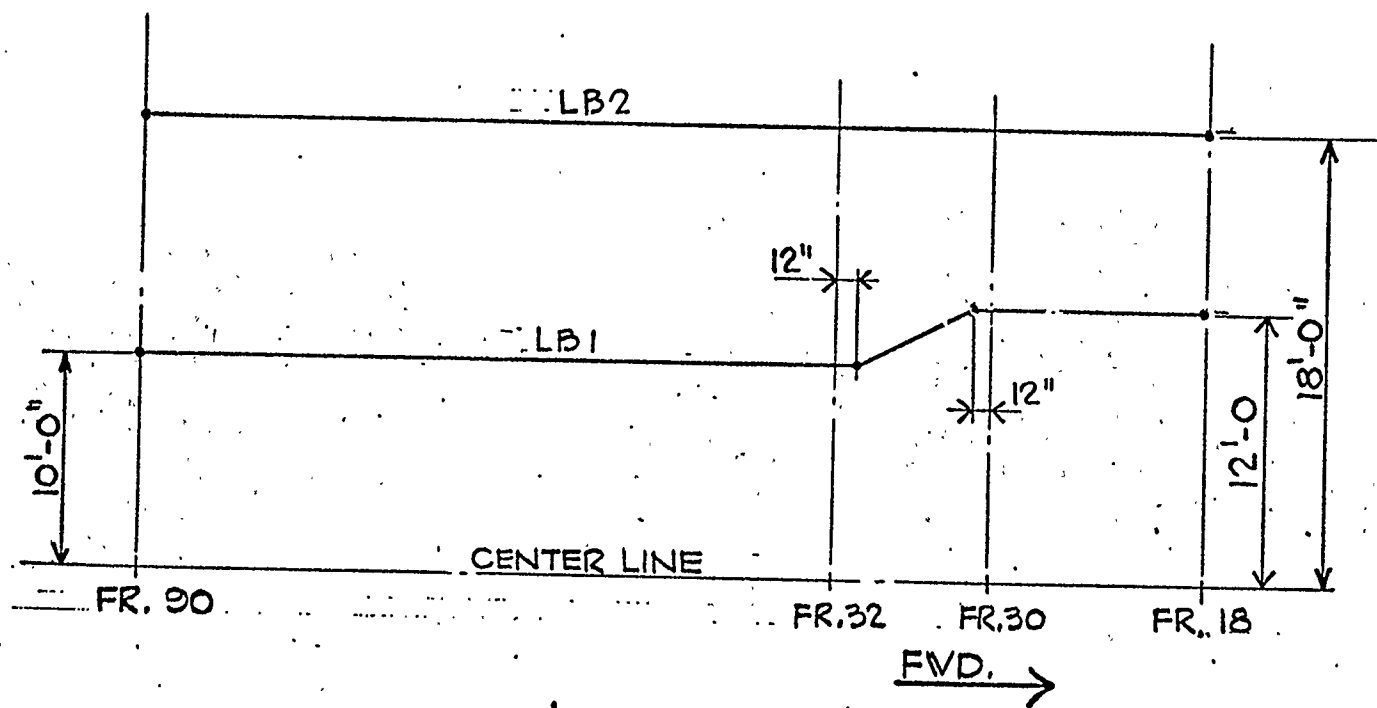
III. C.

SPADES SYSTEM INPUT DATA FORM
PROGRAM HULLLOAD LONG L BULKHEAD
CODING

PROGRAMMER _____ DATE _____ PAGE _____ OF _____

COMMAND	CODE	ALPHABETIC INFORMATION				FIELD 1		FIELD 2		FIELD 3		FIELD 4		POINT FIELDS			CARD ID			
		1	2	3	4	UNIT	FRAC	UNIT	FRAC	UNIT	FRAC	UNIT	FRAC	1	2	3	JOB NO	TAPE NO.	SHEET NO	LINE NO
*JOB		SHIP	HULL	DESK														170002	01	
INPS				16TH																
PRIN		NDR	LOAD	NPR																
RMKS		LONG	BHD																	
		LOADING																		
SURE																				
LBHD	12	10	10	OFF	BHD	LLB1			Z	F	18		Z	F	90					
PLAN						12		F		18										
						12		F		30										
						10		F		32										
						10		F		90										
IR3V						20	1			0										
						5				0										
LBHD2	18	OFF	BHD		LLB2		Y	18	Z	F	18		Z	F	90		170002	99	99	
INPE																				

IV. A



LONG'L BULKHEAD LOADING
EXAMPLE

IV. B.

03/06/78 09/01/30

COMPUTER OUTPUT FOR L301 L3014012
 --- TABLE OF LONGITUDINAL BULKHEADS ---

PAGE -- 53 --

 FRAME = 60750 LCG = 302.000

FRAME = 60750

RECORD LOADED 02/10/76 21/10/19 REV. 10

LBHD 218-

STRT.PT.	X	Y	ANGLE(DEGR)	SEG.	AT SHELL
END PT.	1.079	21.500	0.0		
	35.448	21.500	0.001	2	

--- LBHD CONTOUR ---

INCREMENTAL COORDINATES

	X	Y	XC	YC
1	34.368	0.0	-1.079	-21.500
2	0.0	0.0	0.0	0.0

ABSOLUTE COORDINATES

	X	Y
1	1.079	21.500
2	35.448	21.500

TOTAL NO. OF LONGITUDINALS-SEAMS = 21

NAME	SEG	KN	ABSOLUTE COORDINATES		DX	DY	ORIENT.	TANGENT	CUTOUT	MEMB.
			X	Y					NO.	NO.
LONG 1	1	0	3.000	21.500	0.0	0.0	90.000 N	0.0	100 NT	500
DECK TT	1	0	5.000	21.500	*****	*****	90.000 N	0.000	100 NT	500
SEAM A	1	0	5.750	21.500	0.0	0.0	90.000 N	0.0	100 NT	500
LONG 2	1	0	7.000	21.500	0.0	0.0	90.000 N	0.0	100 NT	500
LONG 3	1	0	9.000	21.500	0.0	0.0	90.000 N	0.0	100 NT	500
LONG 4	1	0	11.000	21.500	0.0	0.0	90.000 N	0.0	100 NT	500
LONG 5	1	0	13.000	21.500	0.0	0.0	90.000 N	0.0	100 NT	500
LONG 6	1	0	15.000	21.500	0.0	0.0	90.000 N	0.0	100 NT	500
SEAM B	1	0	15.750	21.500	0.0	0.0	90.000 N	0.0	100 NT	500
LONG 6A	1	0	17.000	21.500	0.0	0.0	90.000 N	0.0	100 NT	500
LONG 8	1	0	19.000	21.500	0.0	0.0	90.000 N	0.0	100 NT	500
LONG 9	1	0	21.000	21.500	0.0	0.0	90.000 N	0.0	100 NT	500
LONG 10	1	0	23.000	21.500	0.0	0.0	90.000 N	0.0	100 NT	500
DECK UTD	1	0	25.000	21.500	*****	*****	90.000 N	0.000	100 NT	500
SEAM C	1	0	25.750	21.500	0.0	0.0	90.000 N	0.0	100 NT	500
LONG 12	1	0	27.000	21.500	0.0	0.0	90.000 N	0.0	100 NT	500
LONG 13	1	0	29.000	21.500	0.0	0.0	90.000 N	0.0	100 NT	500
LONG 14	1	0	31.000	21.500	0.0	0.0	90.000 N	0.0	100 NT	500
LONG 15	1	0	33.000	21.500	0.0	0.0	90.000 N	0.0	100 NT	500
SEAM D	1	0	33.750	21.500	0.0	0.0	90.000 N	0.0	100 NT	500
DECK MDK	1	0	35.448	21.500	*****	*****	91.768	0.000	100 NT	500

RECORD LOADED 02/10/76 21/08/28 REV. 15

LBHD 338

STRT.PT.	X	Y	ANGLE(DEGR)	SEG.	AT SHELL
END PT.	25.000	33.000	0.0		
	35.093	33.000	0.0		

IV.C.

SPADES SYSTEM INPUT DATA FORM

PROGRAM HULL LOAD TAPE #27, SHEL
SEAMS AFT

PROGRAMMER E

DATE 8/25/76 PAGE 1 OF 3

COMMAND	ALPHABETIC INFORMATION				FIELD 1		FIELD 2		FIELD 3		FIELD 4		POINT FIELDS			CARD ID			
	CODE	2	3	4	UNIT	FRAC.	UNIT	FRAC.	UNIT	FRAC.	UNIT	FRAC.	1	2	3	JOB NO.	Tape NO.	SHEET NO.	LINE NO.
					NAME		NAME		NAME		NAME								
*JOP	503															17	0022200	00	00
INPS																			04
OPTN	10TH																		03
RMKS	SHEL SEAMS AFT																		12
TRAC																			11
SHEL																			20
SEAM	STRAKE A				A				F134		F179								24
PLAN					3	9		F134											28
					5	8		F179											32
SEAM	STRAKE B				B			F134		F179									36
PLAN					11	9		F134											40
					11	9		F179											41
SEAM	STRAKE C1				C1			F155		F162									48
PLAN					17	9		F155											52
					17	9		F162											56
SEAM	STRAKE C				C			F134		F156									60
PLAN					19	9		F134											64
					19	9		F156											68
SEAM	STRAKE D				D			F134		F179									72
PLAN					27	9		F134											76
					27	9		F137											80
					27	1 2		F140											84
					25	3 8		F146											88
					21	1 2		F160											92

V.A.

1 2 3 4 5 6 7 8
1234567890123456789012345678901234567890123456789012345678901234567890

INPUT UPDATING DATE 12/28/76 TIME 19/10/51 RUN NO. 1
JOB LS03 PROG. HULD INPUT ID. 26 REV. NO. 2 PAGE 1

INPS	N	0026		1700260104
OPTN DECFLOADPRNTDRAW				1700260108
RMKS SHELL STIFF				1700260112
J A CAMPBELL				1700260116
TRAC				1700260120
SHEL	M			1700260124
LONG	S	1		1700260128
PLAN		2000	F134	1700260132
		2000	F140	1700260136C
LONG	S	2		1700260140
PLAN		4292	F134	1700260144
		4292	F140	1700260148C
LONG	S	3		1700260152
PLAN		6583	F134	1700260156
		6583	F140	1700260160C
LONG	S	5		1700260164
PLAN		11167	F134	1700260168
		11167	F140	1700260172C
LONG	S	8		1700260176
PLAN		20333	F134	1700260180
		20333	F140	1700260184C
LONG	S	10		1700260200
PLAN		24917	F134	1700260204
		24917	F140	1700260208C
LONG	S	11		1700260216
PLAN		27208	F134	1700260220
		27208	F140	1700260224C
LONG	S	12		1700260228
PLAN		29500	F134	1700260232
		29500	F140	1700260236C
INPE				1700269999

1 2 3 4 5 6 7 8
1234567890123456789012345678901234567890123456789012345678901234567890

SEVERITY = 0 INPUT IS STORED WITH REV. = 3

INPUT IS EXECUTABLE

INPUT: INPS N 0026

OPTIONS IN EFFECT : DECF - PRNT - NDRW - LOAD - FRAM -

INPUT: OPTN DECFLOADPRNTDRAW

OPTIONS IN EFFECT : DECF - PRNT - DRAW - LOAD - FRAM -

DRAWING TAPE NO. : 170026 - 0 SCALE 1/ 0. : ORIGIN X0 = 0.0
Y0 = 0.0
Z0 = 0.0

INPUT: RMKS SHELL STIFF
INPUT: J A CAMPBELL
INPUT: TRAC

V. B.

SPADES SYSTEM INPUT DATA FORM # 32
 PROGRAM MEMBER & TYPE -TAPE 32

PROGRAMMER _____ DATE 11-11-76 PAGE 1 OF 1

COMMAND	ALPHABETIC INFORMATION				FIELD 1		FIELD 2		FIELD 3		FIELD 4		POINT FIELDS			CARD ID			
	CODE	2	3	4	UNIT	FRAC	UNIT	FRAC	UNIT	FRAC	UNIT	FRAC	1	2	3	JOB NO	TAPE NO.	SHEET NO	LINE NO
					NAME		NAME		NAME		NAME								
*JOB	LSC	3	MUL	DISK		00	32												
INPE						00	32												
OPTN	16TH	LOAD	PRNT																
MEMB							1		17		35								
TYPE							-101												
MEMB							2		17		35								
TYPE							101												
MEMB							3		17		35								
TYPE							101												
MEMB							5		17		35								
TYPE							101												
MEMB							6		17		35								
TYPE							101												
MEMB							7		21		35								
TYPE							101												
MEMB							8		23		35								
TYPE							101												
MEMB							10		29		35								
TYPE							101												
MEMB							11		35		35								
TYPE							101												
INPE																			

V.D.

12/21/76 21/42/13

COMPUTER OUTPUT FOR LS03 75.09

PAGE 70

--- TABLE OF TRACES ---

FRAME = 82000

LCG = 200.000

FRAME = 82000

RECORD LOADED 11/23/76 00/14/27 REV. 15

TOTAL NUMBER OF SHELL TRACES = 27

NAME	SEG	KN	ABSOLUTE COORDINATES		DX	DY	ORIENT.	TANGENT	CUTOUT NO.	MEMB. NO.
			X	Y						
LBHD CVK	1	0	0.0	0.0	*****	*****	0.0	90.000	100 NT	500
STRG CL	1	0	0.0	0.0	0.0	0.0	-0.000 N	90.000	100 NT	500
STRG 1	1	0	0.0	2.000	0.0	0.0	-0.000 N	90.000	-101 NT	500
SEDG A	1	0	0.0	3.750	0.0	0.0	180.000 N	90.000	100 NT	500
STRG 2	1	0	0.0	4.292	0.0	0.0	-0.000 N	90.000	101 NT	500
STRG 3	1	0	0.0	6.583	0.0	0.0	-0.000 N	90.000	101 NT	500
STRG 4	1	0	0.0	8.875	0.0	0.0	-0.000 N	90.000	101 NT	500
STRG 5	1	0	0.0	11.167	0.0	0.0	-0.000 N	90.000	101 NT	500
SEDG B	1	0	0.0	11.750	0.0	0.0	180.000 N	90.000	100 NT	500
STRG 6	1	0	0.0	13.458	0.0	0.0	-0.000 N	90.000	101 NT	500
LBHD LSK	1	0	0.0	15.750	*****	*****	0.0	90.000	100 NT	500
STRG 7	1	0	0.0	18.042	0.0	0.0	-0.000 N	90.000	101 NT	500
SEDG C	1	0	0.0	19.750	0.0	0.0	180.000 N	90.000	100 NT	500
STRG 8	1	0	0.0	20.333	0.0	0.0	-0.000 N	90.000	101 NT	500
STRG 9	1	0	0.0	22.625	0.0	0.0	-0.000 N	90.000	101 NT	500
STRG 10	1	0	0.0	21.717	0.0	0.0	-0.000 N	90.000	101 NT	500
STRG 11	1	0	0.0	27.208	0.0	0.0	-0.000 N	90.000	101 NT	500
SEDG D	1	0	0.0	27.750	0.0	0.0	180.000 N	90.000	100 NT	500
STRG 12	2	0	0.0	29.500	0.0	0.0	-0.000 N	90.000	101 NT	500
SEDG E	3	0	4.000	32.500	0.0	0.0	90.000 N	0.0	100 NT	500
SEDG F	3	0	11.000	32.500	0.0	0.0	-90.000 N	0.0	100 NT	500
DECK 12F	3	0	12.167	32.500	*****	*****	-90.000	0.0	100 NT	500
SEDG G	3	0	18.000	32.500	0.0	0.0	90.000 N	0.0	100 NT	500
DECK 19F	3	0	19.750	32.500	*****	*****	-90.000	0.0	100 NT	500
SEDG H	3	0	25.000	32.500	0.0	0.0	90.000 N	0.0	100 NT	500
DECK HDK	3	0	29.000	32.500	*****	*****	-88.107	0.0	100 NT	500
SEDG J	3	0	29.750	32.500	0.0	0.0	90.000 N	0.0	100 NT	500

FRAME = 83000

LCG = 202.500

FRAME = 83000

RECORD LOADED 11/23/76 00/14/28 REV. 15

TOTAL NUMBER OF SHELL TRACES = 27

NAME	SEG	KN	ABSOLUTE COORDINATES		DX	DY	ORIENT.	TANGENT	CUTOUT NO.	MEMB. NO.
			X	Y						
LBHD CVK	1	0	0.0	0.0	*****	*****	0.0	90.000	100 NT	500
STRG CL	1	0	0.0	0.0	0.0	0.0	-0.000 N	90.000	100 NT	500
STRG 1	1	0	0.0	2.000	0.0	0.0	-0.000 N	90.000	-101 NT	500
SEDG A	1	0	0.0	3.750	0.0	0.0	180.000 N	90.000	100 NT	500
STRG 2	1	0	0.0	4.292	0.0	0.0	-0.000 N	90.000	101 NT	500

V.E.

PROGRAM

CUT OUTS

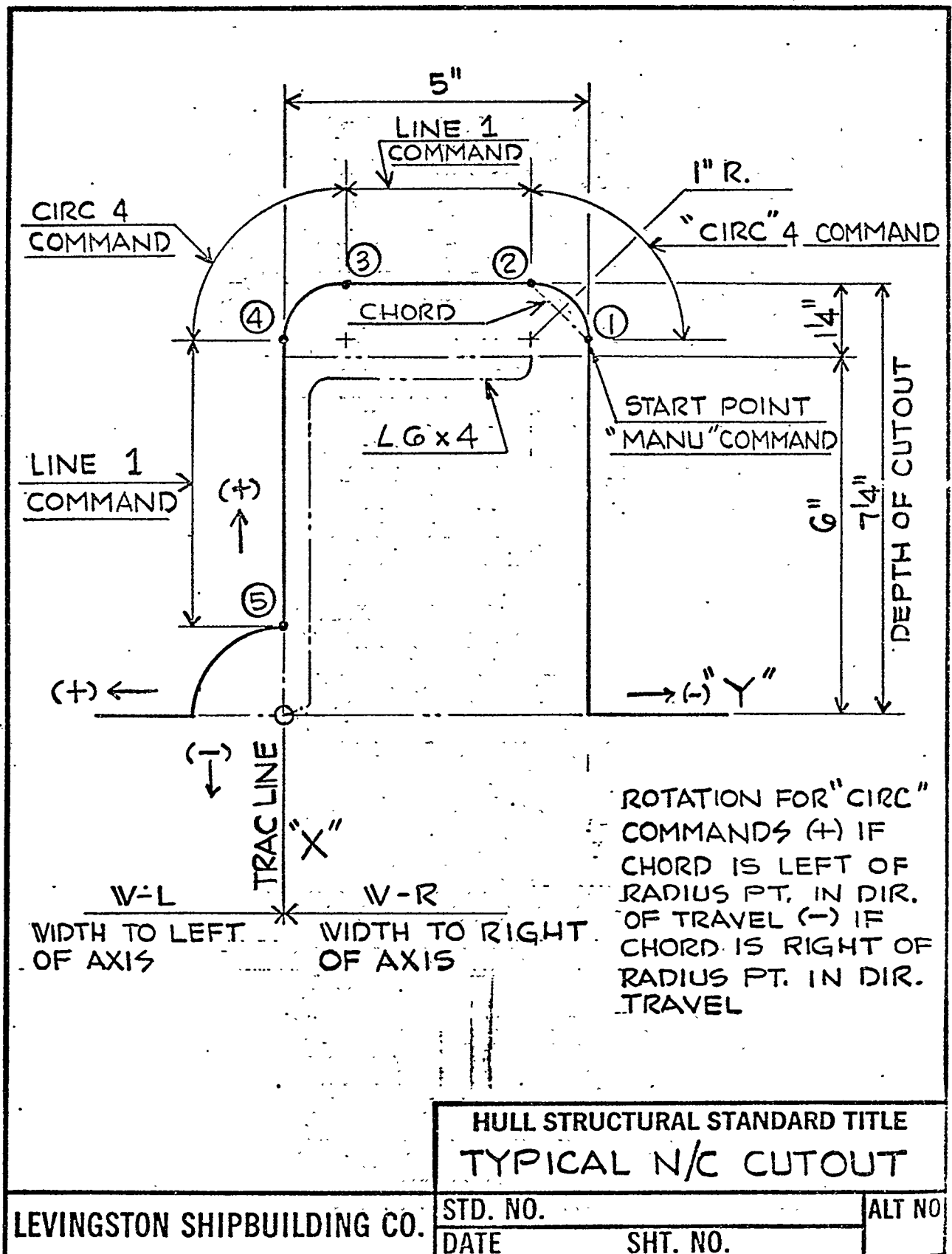
PROGRAMMER

T. PROGRAMMER

DATE 6-17-78 PAGE 1 OF 1

[illegible]

VI. A.



BRUNING 44-122 36935

VI. B.

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